

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A method for electronically corroborating and authorizing a manual payment of a gaming jackpot, comprising:

receiving a jackpot winning signal from a gaming machine by a jackpot server, the jackpot winning signal including an amount of a jackpot value of a jackpot won by a player;

receiving a payment user transaction signal via the jackpot server, the payment user transaction signal including a payment user identifier and a jackpot transaction value inputted by a payment attendant, the payment user identifier identifying the payment attendant and the jackpot transaction value indicating an amount of a jackpot won by the player;

electronically corroborating the amount of the jackpot value of the jackpot winning signal by comparing the amount of the jackpot value of the jackpot winning signal to the amount of the jackpot transaction value of the payment user transaction signal inputted by the payment attendant by the jackpot server and generating a confirmed jackpot value if the amount of the jackpot value of the jackpot winning signal is equal to the amount of the jackpot transaction value of the payment user transaction signal, ~~thereby electronically corroborating the amount of the jackpot value of the jackpot winning signal~~;

authorizing transfer of the confirmed jackpot value to the player without a requirement for a human corroborating payment witnessing user; and

creating a record of the authorized transfer which includes indicia indicating that a determination was made that authorization was granted without the requirement for a human corroborating payment witnessing user.

2. (Cancelled)

3. (Original) The method of claim 1, further comprising:

suspending said gaming machine to prevent further gaming play thereon.

4. (Original) The method of claim 3, further comprising:

transferring the confirmed jackpot value to the player.

5. (Original) The method of claim 4, further comprising:
releasing the gaming machine to permit gaming play thereon.

6. (Previously presented) The method of claim 1, further comprising:
generating an unconfirmed jackpot value signal if the amount of the jackpot value of the jackpot winning signal is not equal to the amount of the jackpot transaction value of the payment user transaction signal; and
generating a witness summoning signal.

7. (Previously presented) The method of claim 1, further comprising:
comparing the amount of the jackpot value of the jackpot winning signal to a maximum jackpot witness-less manual payment value; and
requiring a corroborating payment witnessing user if the amount of the jackpot value of the jackpot winning signal is greater than a witness-less jackpot manual payment maximum value.

8. (Currently amended) An article comprising a storage medium, said storage medium having stored thereon instructions that, when executed by a computing device, result in:

receiving a jackpot winning signal from a gaming machine via a jackpot server, said jackpot signal including an amount of a jackpot value of a jackpot won by a player;

receiving a payment user transaction signal via the jackpot server, said transaction signal including a payment user identifier and a jackpot transaction value inputted by a payment attendant, the payment user identifier identifying the payment attendant and the jackpot transaction value indicating an amount of a jackpot won by the player;

electronically corroborating the amount of the jackpot value of said jackpot signal by
comparing the amount of the jackpot value of said jackpot signal to the amount of the jackpot transaction value of said transaction signal inputted by the payment attendant via the jackpot server and generating a confirmed jackpot value if the amount of the jackpot value of said jackpot signal is equal to the amount of the jackpot transaction value of said transaction signal, ~~thereby electronically corroborating the amount of the jackpot value of said jackpot signal;~~

authorizing transfer of the confirmed jackpot value to the player without a requirement for a human corroborating payment witnessing user; and

creating a record of the authorized transfer which includes indicia indicating that a determination was made that authorization was granted without the requirement for a human corroborating payment witnessing user.

9. (Currently amended) A method for corroborating a gaming machine jackpot payment, comprising:

generating a jackpot winning signal by a gaming machine corresponding to a jackpot won by a player of the gaming machine, said jackpot winning signal including an amount of a jackpot value;

determining a jackpot payment user authorization via a jackpot server, including identifying a jackpot payment user and determining if the jackpot payment user is authorized to transfer the jackpot value to the winning player;

electronically corroborating the amount of the jackpot value of said jackpot winning signal by comparing the amount of the jackpot value of said jackpot winning signal to an amount of a jackpot manual witness payment value via the jackpot server for the purpose electronically corroborating the amount of the jackpot value of said jackpot winning signal;

declining to authorize the jackpot payment user to credit the jackpot value to the winning player if the amount of the jackpot value of said jackpot winning signal is greater than the amount of the jackpot manual witness payment value; or

verifying the jackpot value if the amount of the jackpot value of said jackpot winning signal is equal to the amount of the jackpot manual witness payment value;

creating a jackpot transaction record at the jackpot server indicating authorization of a transfer of the jackpot value without a human corroborating jackpot payment user including printing a jackpot payment transaction receipt having indicia indicating whether authorization was granted without the requirement for a corroborating payment witnessing user; and

authorizing the jackpot payment user to credit the jackpot value to the winning player without a human jackpot payment corroborating witness.

10. (Cancelled)

11. (Original) The method of claim 9 wherein the jackpot winning signal includes at least one of chronological data or a gaming machine identifier.

12. (Original) The method of claim 9 wherein determining a jackpot payment user authorization comprises determining a jackpot manual payment permission of the jackpot payment user.

13. (Previously presented) The method of claim 9 wherein determining a jackpot payment user authorization comprises:

comparing a jackpot payment user identification code entered at the gaming machine to a stored jackpot payment user identification code; and

authorizing the jackpot payment user to credit the amount of the jackpot value to the winning player without a jackpot payment corroborating witness if the entered identification code matches the stored identification code.

14. (Original) The method of claim 9 wherein determining a jackpot payment user authorization comprises generating a jackpot manual payment permission request for the jackpot payment user if said jackpot payment user does not have an associated jackpot manual payment permission.

15. (Original) The method of claim 14, further comprising:
logging the jackpot manual payment permission request.

16. (Previously presented) The method of claim 9, further comprising:
crediting the amount of the jackpot value to the winning player.

17. (Previously presented) The method of claim 16 wherein crediting the amount of the jackpot value to the winning player comprises dispensing to the winning player cash equal to the amount of the jackpot value, dispensing to the winning player a check in the amount of the jackpot value, assigning a credit equal to the amount of the jackpot value to a credit meter of the gaming machine, or assigning a credit equal to the amount of the jackpot value to an account of the winning player.

18. (Cancelled)

19. (Previously presented) The method of claim 9 wherein the jackpot manual witness payment value is a selectable value.

20. (Original) The method of claim 9, further comprising:
storing parameters of the jackpot value credit authorization in a jackpot payment database.

21. (Original) The method of claim 20 wherein parameters of the jackpot value credit authorization include at least one of the jackpot value, a gaming machine identifier, gaming machine chronological data, and a jackpot payment user identifier.

22. (Currently amended) A method for electronically corroborating and paying a gaming machine jackpot, comprising:

generating a jackpot payment transaction request by a jackpot payment user via a gaming machine, the jackpot payment transaction request including a jackpot payment user identifier and a jackpot payment request value indicating an amount of a jackpot won at the gaming machine and wherein the jackpot payment user identifier identifies the jackpot payment user;
electronically corroborating the amount of the jackpot value of the jackpot signal by
verifying via a jackpot server that the amount of the jackpot payment request value is equal to a jackpot value of a jackpot signal transmitted from a gaming machine which indicates an amount of a jackpot won at the gaming machine, ~~thereby electronically corroborating the amount of the jackpot value of the jackpot signal;~~

authorizing via the jackpot server a transfer without a human jackpot payment corroborating witness of a verified jackpot value to a player of said gaming machine; and

printing a jackpot payment transaction receipt by a printer including indicia that a determination was made that a human jackpot payment corroborating witness is was not required for the transfer of the verified jackpot value.

23. (Original) The method of claim 22 wherein the jackpot signal further includes at least one of a gaming player identity value, a gaming machine identity value, a chronological value, or gaming outcome data.

24. (Cancelled)

25. (Original) The method of claim 22 wherein verifying the jackpot value comprises:

comparing the jackpot value of the jackpot signal to a maximum jackpot witness-less manual payment value; and

requiring a jackpot payment corroborating witness if the jackpot value of the jackpot signal is greater than the maximum jackpot witness-less manual payment value.

26. (Original) The method of claim 22 wherein the maximum jackpot witness-less manual payment value is a selectable value.

27. (Original) The method of claim 22 wherein verifying the jackpot value comprises:

comparing the jackpot payment request value of the jackpot payment transaction request to a maximum jackpot witness-less manual payment value; and

requiring a jackpot payment corroborating witness if the jackpot payment request value is greater than the maximum jackpot witness-less manual payment value;

else authorizing the jackpot payment transaction request without a payment corroborating witness requirement.

28. (Original) The method of claim 27 wherein the maximum jackpot witness-less manual payment value is a selectable value.

29. (Original) The method of claim 22 wherein verifying the jackpot value comprises correlating the jackpot signal value with the jackpot payment request value.

30. (Original) The method of claim 29, further comprising:
rejecting the jackpot payment transaction request if the jackpot signal value is not equal to
the jackpot payment request value; and
storing the jackpot payment transaction request rejection.

31. (Original) The method of claim 30 wherein transferring the jackpot value
comprises crediting the jackpot value to a player account.

32. (Previously presented) The method of claim 22, further comprising:
transferring the jackpot value from the jackpot payment user to the player of said gaming
machine.

33. (Original) The method of claim 32 wherein transferring the jackpot value to a player
comprises physically transferring a tangible value medium from the jackpot payment user to the
player.

34. (Original) The method of claim 22, further comprising:
storing jackpot value transfer data in a jackpot payment data log.

35. (Original) The method of claim 34 wherein storing jackpot value transfer data
comprises storing data representing at least one of the jackpot signal or the jackpot payment
transaction request.

36. (Original) The method of claim 22 wherein authorizing a jackpot value transfer
comprises:
determining if the jackpot payment user has an associated jackpot manual payment
permission;
approving the jackpot payment transaction request if the jackpot payment user has an
associated jackpot manual payment permission; and
assigning a jackpot value transfer authorization code.

37. (Previously presented) The method of claim 36 wherein:
storing jackpot value transfer data comprises storing the jackpot payment transaction request and the jackpot value transfer authorization code.

38. (Original) The method of claim 36, further comprising:
rejecting the jackpot payment transaction request if the jackpot payment user does not have an associated jackpot manual payment permission.

39. (Original) The method of claim 36, further comprising:
comparing the jackpot payment request value to a jackpot payment value limit associated with the jackpot payment user;
approving the jackpot payment transaction request if the jackpot payment request value is equal to or less than the jackpot payment value limit; and
rejecting the jackpot payment transaction request if the jackpot payment request value is greater than the jackpot payment value limit.

40. (Currently amended) A method for corroborating a gaming machine jackpot payment, comprising:
receiving a jackpot signal from a gaming machine via a jackpot server, said jackpot signal corresponding to a jackpot won by a player of the gaming machine and including an amount of a jackpot value;
receiving a jackpot payment request via the jackpot server initiated by a jackpot payment attendant, said jackpot payment request including a user identification signal and a jackpot payment value inputted by the payment attendant, the payment user identifier identifying the payment attendant and the jackpot payment value indicating an amount of a jackpot won by the player;
determining a jackpot payment authorization for the jackpot payment attendant;
comparing the amount of the jackpot value and the amount of the jackpot payment value inputted by the payment attendant via the jackpot server ~~for the purpose of in order to~~ electronically corroborating corroborate the amount of the jackpot value;
authorizing the jackpot payment attendant to pay the jackpot value to the winning player at the gaming machine without a human jackpot payment corroborating witness if the amount of the jackpot

value and the amount of the jackpot payment value are equal;
paying the jackpot value to the winning player;~~and~~
storing parameters of the jackpot value payment in a jackpot payment database; ~~and~~
printing a jackpot transaction record including indicia indicating whether authorization
of a transfer of the jackpot value was granted without a human jackpot payment corroborating
witness.

41. (Currently amended) The method of claim 40, further comprising:
receiving a jackpot reimbursement request from a jackpot payment attendant at a value
station remote from the gaming machine, said transaction reimbursement request including the user
identification signal;
comparing the user identification signal of the jackpot reimbursement request with the user
identification signal of the jackpot transaction request; and
authorizing a reimbursement of the jackpot value to the jackpot payment attendant if the user
identification signals match;~~and~~
printing a jackpot transaction record indicating authorization of a transfer of the jackpot value
without a human jackpot payment corroborating witness.